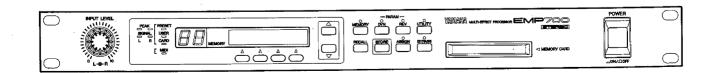
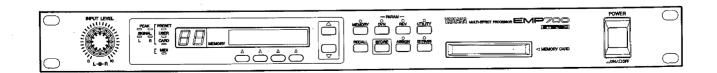
Multi-effect Processor Processeur d'effets numérique





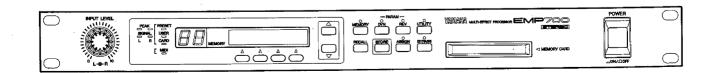
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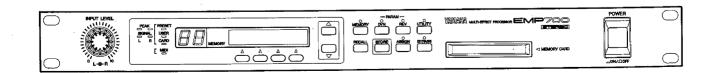
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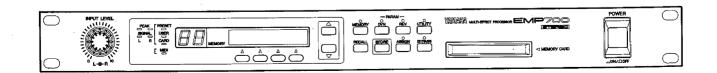
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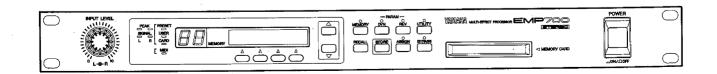
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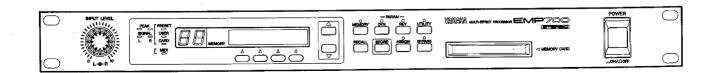
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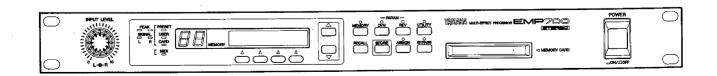
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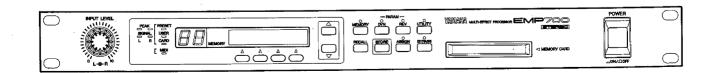
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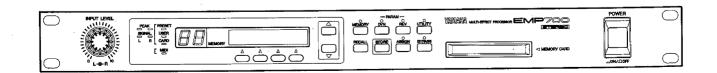
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# ■ Direct Effect Program Selection via the Function Keys

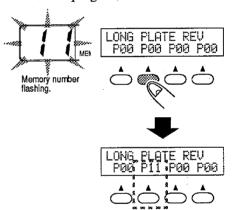
The four assignable function keys located below the LCD can be assigned to any program number in any memory area, and then used to directly recall that program.

### 1. Select the Program To Be Assigned

To assign a function key to an effect program, first select (but do not recall) the program to be assigned: use the  $[\Delta]$  and  $[\nabla]$  data entry keys to select the number of the program you want to recall. The program number will flash on the LED MEMORY display and the program name will appear on the upper line of the LCD.

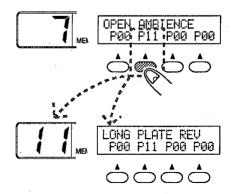
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While the MEMORY display is flashing, press the function key you want to assign to the selected effect program. This simultaneously assigns the function key and recalls the selected program.



# 3. Use the Function Key To Recall the Program Later

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### ■ Direct Effect Program Selection via the Function Keys

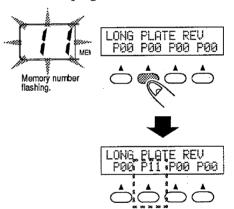
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### 1. Select the Program To Be Assigned

To assign a function key to an effect program, first select (but do not recall) the program to be assigned: use the [A] and [V] data entry keys to select the number of the program you want to recall. The program number will flash on the LED MEMORY display and the program name will appear on the upper line of the LCD.

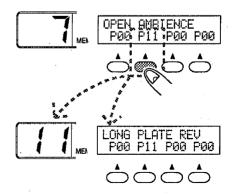
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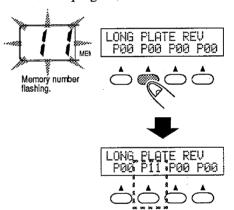
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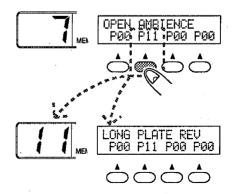
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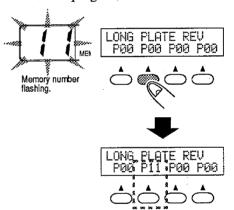
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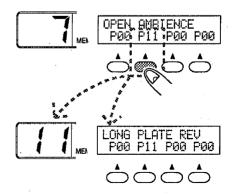
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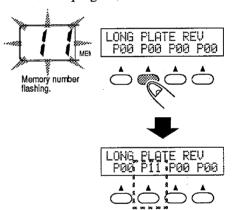
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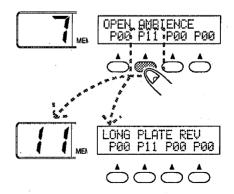
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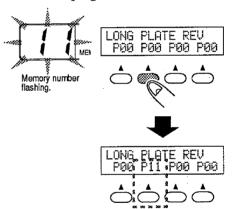
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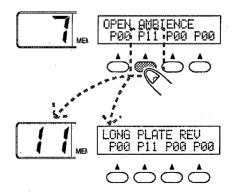
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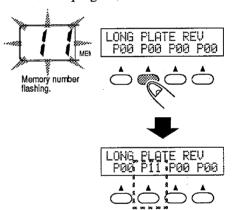
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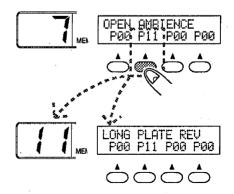
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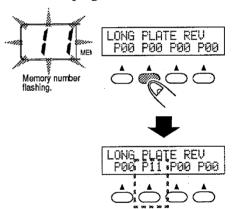
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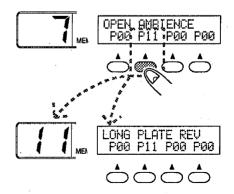
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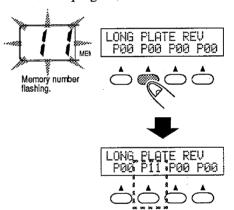
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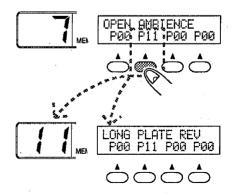
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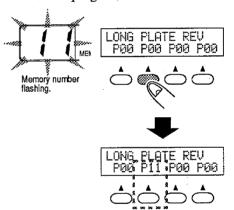
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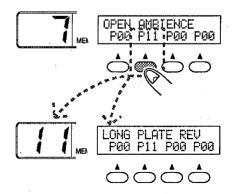
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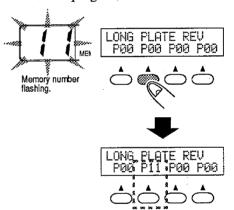
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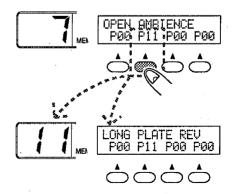
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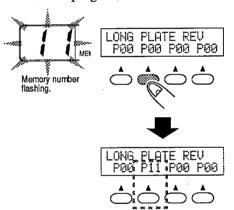
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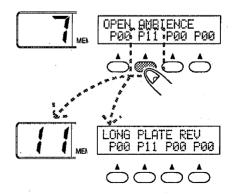
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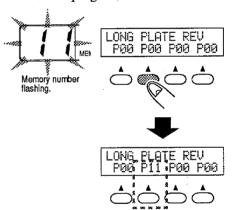
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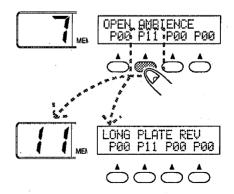
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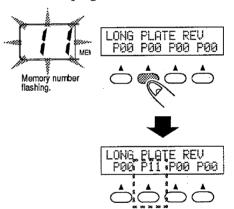
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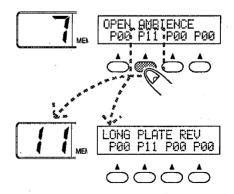
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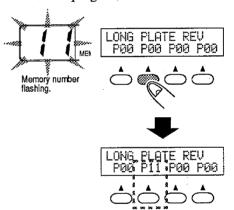
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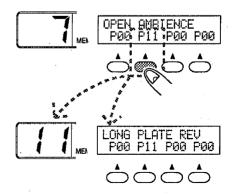
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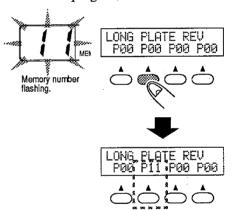
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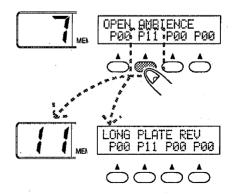
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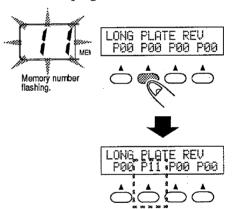
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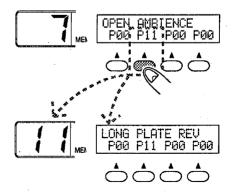
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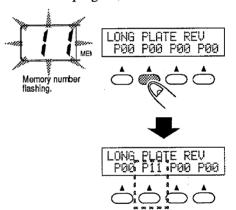
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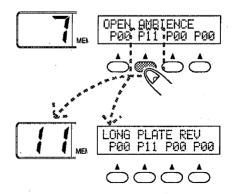
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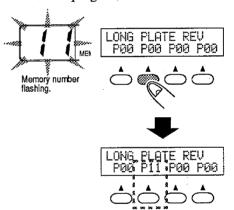
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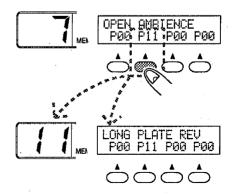
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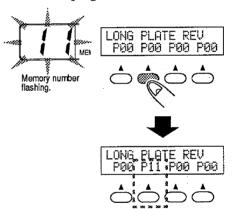
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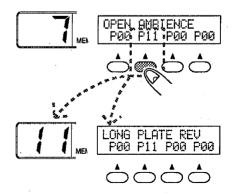
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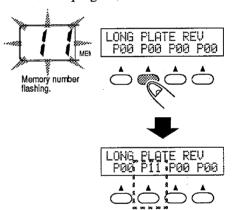
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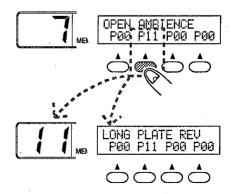
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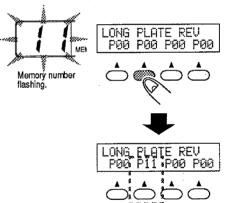
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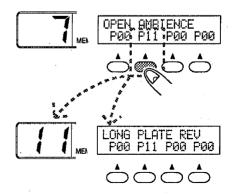
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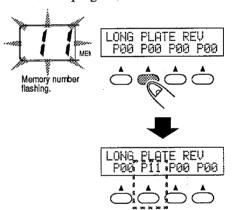
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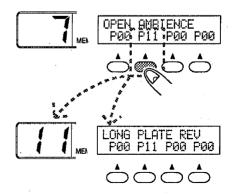
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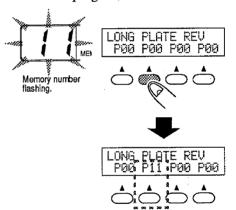
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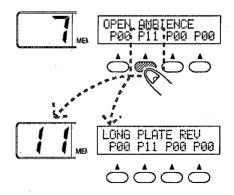
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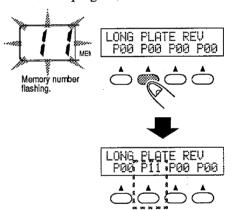
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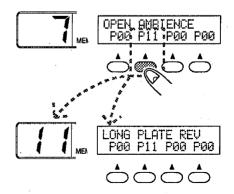
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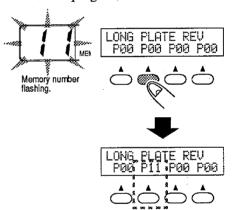
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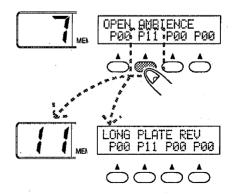
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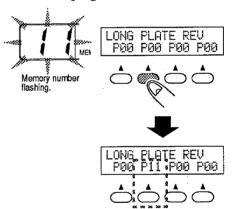
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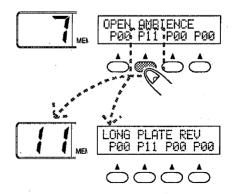
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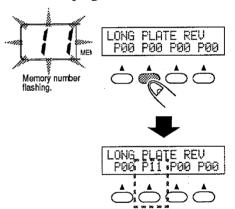
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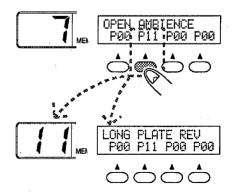
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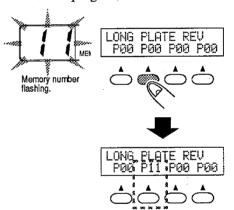
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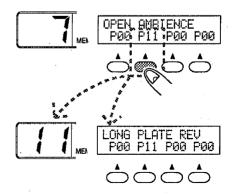
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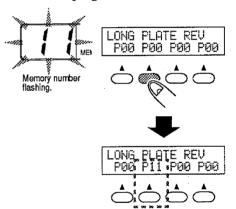
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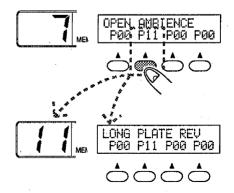
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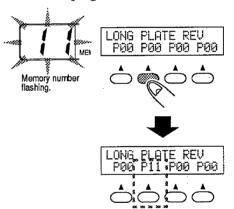
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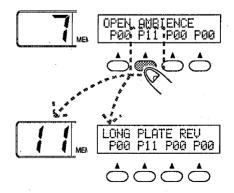
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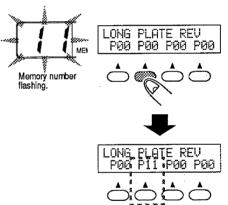
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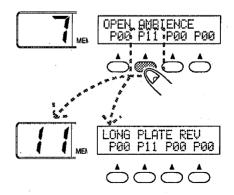
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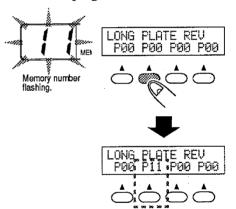
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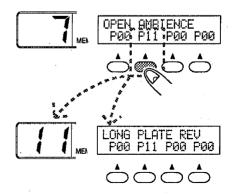
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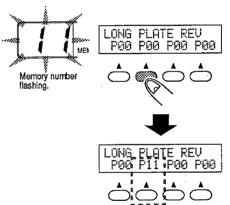
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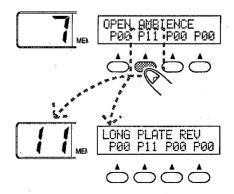
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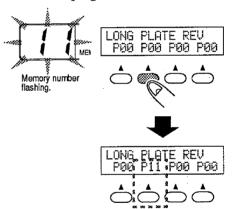
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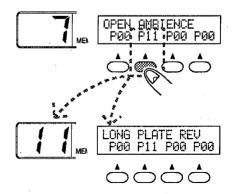
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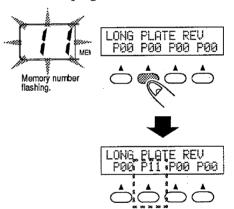
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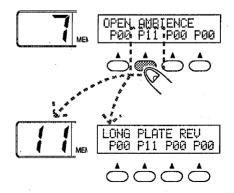
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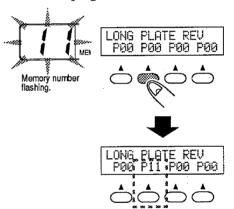
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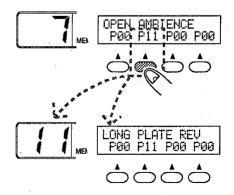
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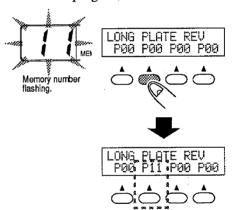
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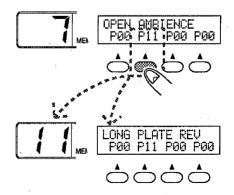
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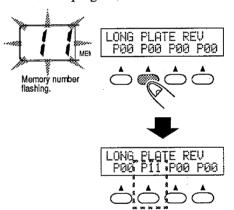
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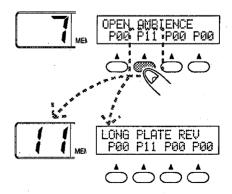
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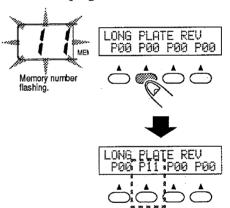
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#### 1. Select the Program To Be Assigned

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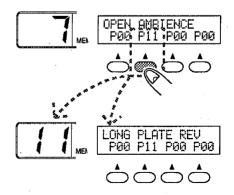
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The assigned program number will appear above the function key in the LCD\*, and the program can be directly recalled by simply pressing the function key.



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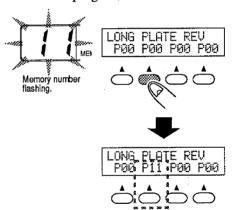
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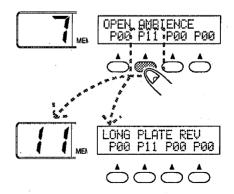
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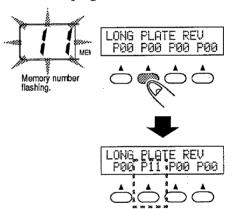
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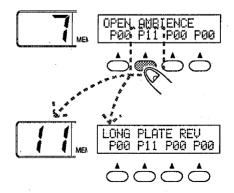
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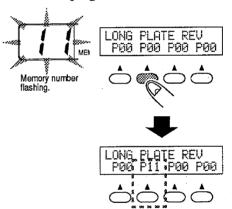
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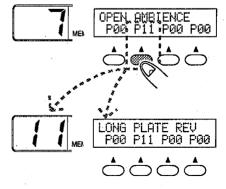
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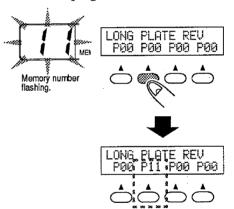
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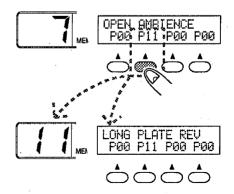
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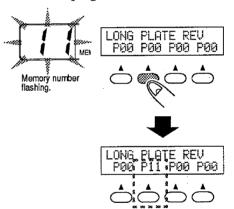
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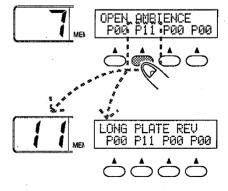
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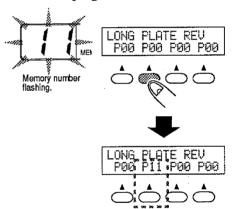
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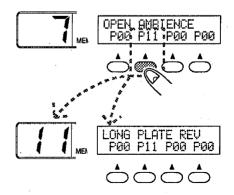
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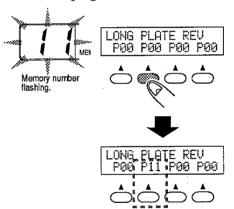
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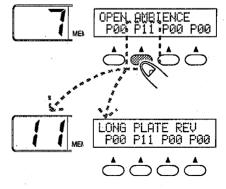
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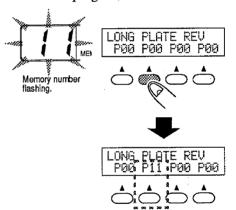
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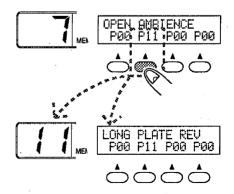
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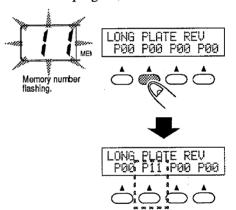
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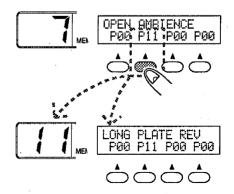
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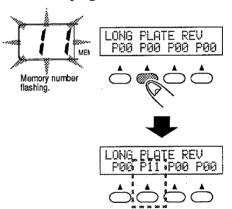
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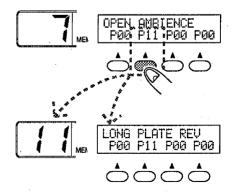
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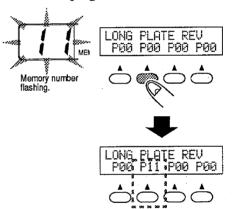
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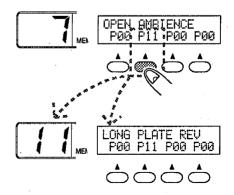
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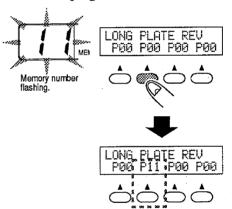
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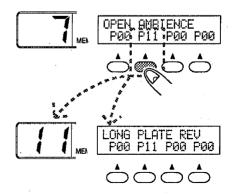
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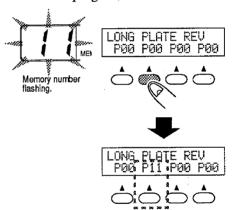
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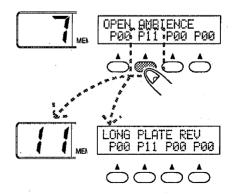
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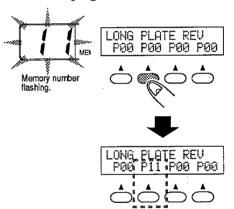
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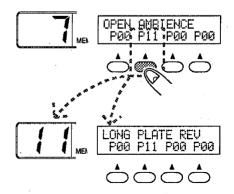
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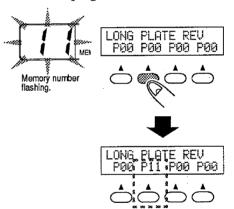
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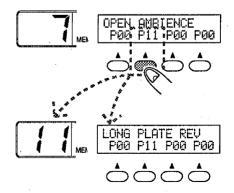
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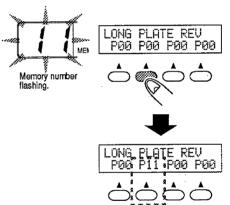
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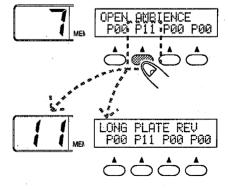
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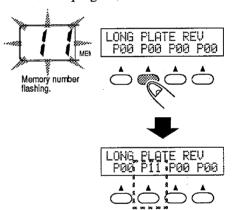
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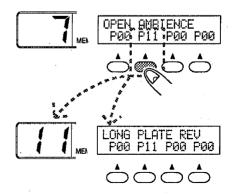
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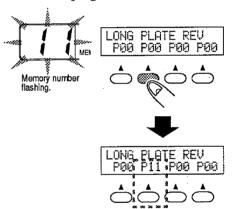
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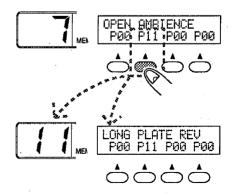
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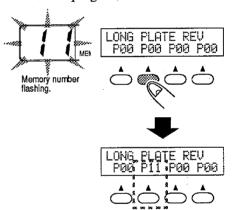
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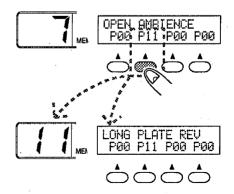
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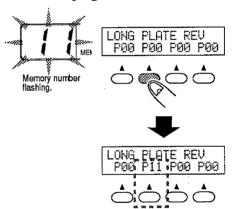
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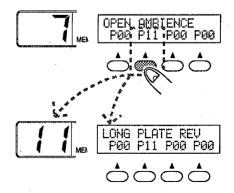
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# ■ Direct Effect Program Selection via the Function Keys

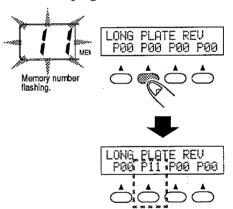
The four assignable function keys located below the LCD can be assigned to any program number in any memory area, and then used to directly recall that program.

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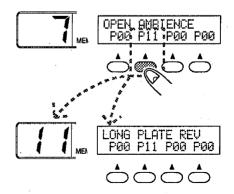
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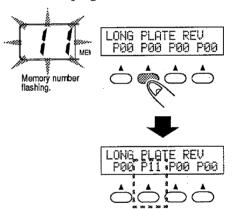
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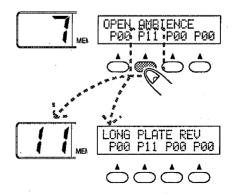
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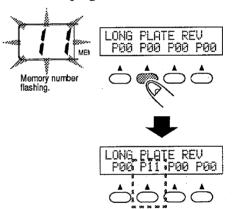
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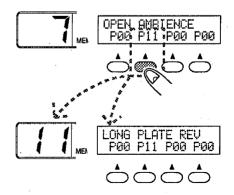
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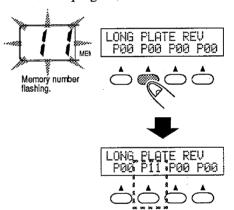
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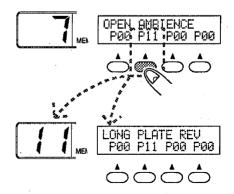
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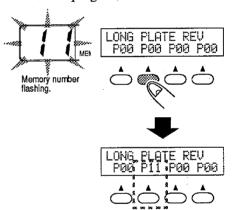
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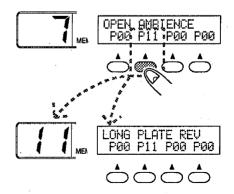
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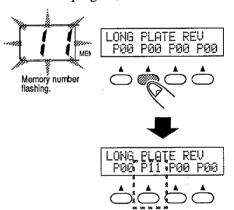
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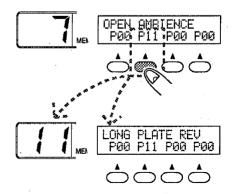
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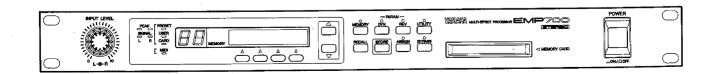
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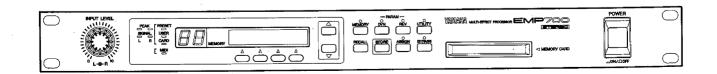
Multi-effect Processor Processeur d'effets numérique





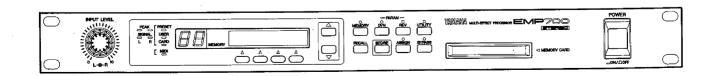
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